

In the Claims

The status of claims in the case is as follows:

1 1. [Currently amended] A method for character interactive
2 input/output (I/O) in a half duplex block mode environment
3 including a workstation and a server, comprising the steps
4 of:

5 receiving a key stroke into a buffer at said
6 workstation;

7 automatically transferring said keystroke from said
8 workstation over a 1/2 duplex block mode interface to a
9 full duplex character interactive (I/O) server
10 application;

11 said application processing said keystroke and
12 responding appropriate to context of said server
13 application.

14 2. [Original] The method of claim 1, said buffer being an
15 auto enter, non-display entity on a display screen.

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1 3. [Original] The method of claim 1, said buffer being a
2 non-screen entity accessible to said client.

1 4. [Currently amended] A method for character interactive
2 input/output in a half duplex block mode environment
3 including a workstation and a server, comprising the steps
4 of:

5 connecting said client workstation to said server;

6 defining a workstation display as a 1-byte character
7 input field that has auto-enter and non-displayable
8 attributes operating in said half duplex block mode;

9 receiving a keystroke into said input field;

10 automatically transferring said keystroke from said
11 workstation display to a server application; and

12 said application processing said keystroke and
13 responding appropriate to context of said server
14 application.

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1 5. [Currently amended] The method of claim 4, further
2 comprising the steps of:

3 [[and]] communicating an attention signal from said
4 client workstation; and

5 responsive to said attention signal, communicating said
6 keystroke from said workstation display to said server
7 application.

1 6. {Original} The method of claim 4, said client and
2 server together becoming a cascaded client to a targeted
3 application server that requires character dependent
4 input/output in full duplex mode.

1 7. [Original] The method of claim 4, further comprising
2 the step preventing display of said input character on said
3 display.

1 8. [Original] The method of claim 4, further comprising
2 the step of operating said client and providing for
3 translation of said character from EBCDIC to ASCII.

1 9. [Original] A method for character interactive

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2 input/output in a half duplex block mode environment,
3 comprising the steps of:

4 configuring a workstation display device to a one
5 character field; and

6 immediately upon entry of an input character into said
7 one character field, processing said input character by
8 signaling an attention identifier from a client
9 emulator application, and responsive to said attention
10 identifier, retrieving said character from said one
11 character field.

1 10. [Original] The method of claim 9, further comprising
2 the step of translating and communicating said character to
3 a remote server and application for interpretation within
4 the context of said remote application.

1 11. [Original] The method of claim 10, further comprising
2 the step of returning from said remote application to said
3 client a display character for display at said workstation
4 display.

1 12. [Currently amended] The method of claim 11, said

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2 display character selectively comprising an optional echo
3 character which may or may not be said input character.

1 13. [Original] A method for operating a client application
2 in character interactive input/output mode in a half duplex
3 block mode environment, comprising the steps of:

4 responsive to receiving an attention command from a
5 keyboard, retrieving from a one character display
6 buffer configured as an auto-entry non-displayable
7 display a single input character; and

8 translating and communicating said input character to a
9 remote application for interpretation within the
10 context of said remote application.

1 14. [Original] A method for operating a display,
2 comprising the steps of:

3 configuring said display with respect to a character
4 entry device as a one character, auto-entry, non-
5 displayable buffer;

6 responsive to entry of an input character into said

7 buffer, immediately communicating said input character
8 to a remote application for interpretation.

1 15. [Currently amended] The method of claim 14, further
2 comprising the steps of:

3 optionally receiving from said remote application an
4 echo character selectively not said input character;
5 and

6 displaying said echo character.

1 16. [Original] A system for performing character
2 interactive input/output in a half duplex block mode
3 environment including a workstation and a server,
4 comprising:

5 a display buffer for receiving a key stroke;

6 a client for automatically transferring said key stroke
7 from said workstation to a server application;

8 said server application for processing said keystroke
9 and responding appropriate to context of said server

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10 application.

1 17. [Original] A system including a workstation and a
2 server for character interactive input/output in a half
3 duplex block mode environment, comprising:

4 a network for connecting said workstation to said
5 server;

6 a workstation display configured as a 1-byte character
7 input field that has auto-enter and non-displayable
8 attributes;

9 a keyboard for entering a keystroke into said input
10 field;

11 said workstation automatically transferring each said
12 keystroke from said workstation display to a server
13 application; and

14 said server application for processing said keystroke
15 and responding to said workstation with an echo
16 character appropriate to context of said server
17 application for display at said workstation display.

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1 18. [Original] A system for character interactive
2 input/output in a half duplex block mode environment,
3 comprising:

4 a workstation display device configured as a one
5 character field;

6 a server; and

7 a client emulator application responsive immediately
8 upon entry of an input character into said one
9 character field, for retrieving and communicating to
10 said server said character from said one character
11 field, and responsive to said server for displaying at
12 said display device an echo character selectively
13 different from said input character.

1 19. [Original] A display for character interactive
2 input/output in a half duplex block mode environment,
3 comprising:

4 a one character, auto-entry, non-displayable buffer for
5 receiving from an input device an input character for

6 communication to a server application; and

7 an output field for displaying an echo character from
8 said application.

1 20. [Original] A program storage device readable by a
2 machine, tangibly embodying a program of instructions
3 executable by a machine to perform method steps for
4 character interactive input/output in a half duplex block
5 mode environment including a workstation and a server, said
6 method steps comprising:

7 receiving a key stroke into a buffer at said
8 workstation;

9 automatically transferring said key stroke from said
10 workstation to a server application;

11 said application processing said keystroke and
12 responding appropriate to context of said server
13 application.

1 21. [Original] A program storage device readable by a
2 machine, tangibly embodying a program of instructions

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3 executable by a machine to perform method steps for
4 character interactive input/output in a half duplex block
5 mode environment including a workstation and a server, said
6 method steps comprising:

7 connecting said client workstation to said server;

8 defining a workstation display as a 1-byte character
9 input field that has auto-enter and non-displayable
10 attributes;

11 receiving a keystroke into said input field;

12 automatically transferring said keystroke from said
13 workstation display to a server application;

14 said application processing said keystroke and
15 responding appropriate to context of said server
16 application.

1 22. [Original] A program storage device readable by a
2 machine, tangibly embodying a program of instructions
3 executable by a machine to perform method steps for
4 character interactive input/output in a half duplex block

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5 mode environment, said method steps comprising the steps of:

6 configuring a workstation display device to a one
7 character field; and

8 immediately upon entry of an input character into said
9 one character field, processing said input character by
10 signaling an attention identifier to a client emulator
11 application, and responsive to said attention
12 identifier, retrieving said character from said one
13 character field.

1 23. [Original] A program storage device readable by a
2 machine, tangibly embodying a program of instructions
3 executable by a machine to perform method steps for
4 operating a client application in character interactive
5 input/output mode in a half duplex block mode environment,
6 said method steps comprising the steps of:

7 responsive to receiving an attention command from a
8 keyboard, retrieving from a one character display
9 buffer configured as an auto-entry non-displayable
10 display a single input character; and

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11 translating an communicating said input character to a
12 remote application for interpretation within the
13 context of said remote application.

1 24. [Original] A program storage device readable by a
2 machine, tangibly embodying a program of instructions
3 executable by a machine to perform method steps for
4 operating a display, said method steps comprising the steps
5 of:

6 configuring said display with respect to a character
7 entry device as a one character, auto-entry, non-
8 displayable buffer;

9 responsive to entry of an input character into said
10 buffer, immediately communicating said input character
11 to a remote application for interpretation.

1 25. [Original] A computer program product or computer
2 program element for operating a display according to method
3 steps comprising the steps of:

4 configuring said display with respect to a character
5 entry device as a one character, auto-entry, non-

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6 displayable buffer;

7 responsive to entry of an input character into said
8 buffer, immediately communicating said input character
9 to a remote application for interpretation.

1 26. [Original] The method of claim 1, said automatically
2 transferring step further comprising the steps of:

3 transferring said keystroke from said workstation to a
4 Telnet client and thence to said server application via
5 a Unix server.

1 27. [Original] The method of claim 4, said automatically
2 transferring step further comprising the steps of:

3 transferring said keystroke from said workstation to a
4 Telnet client and thence to said server application via
5 a Unix server.

1 28. [Canceled]

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